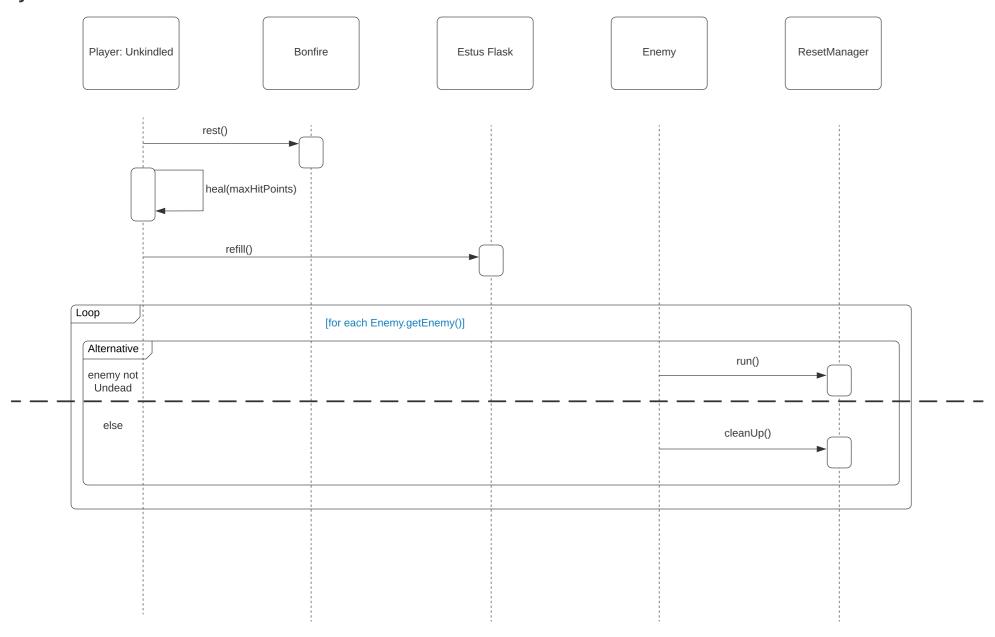
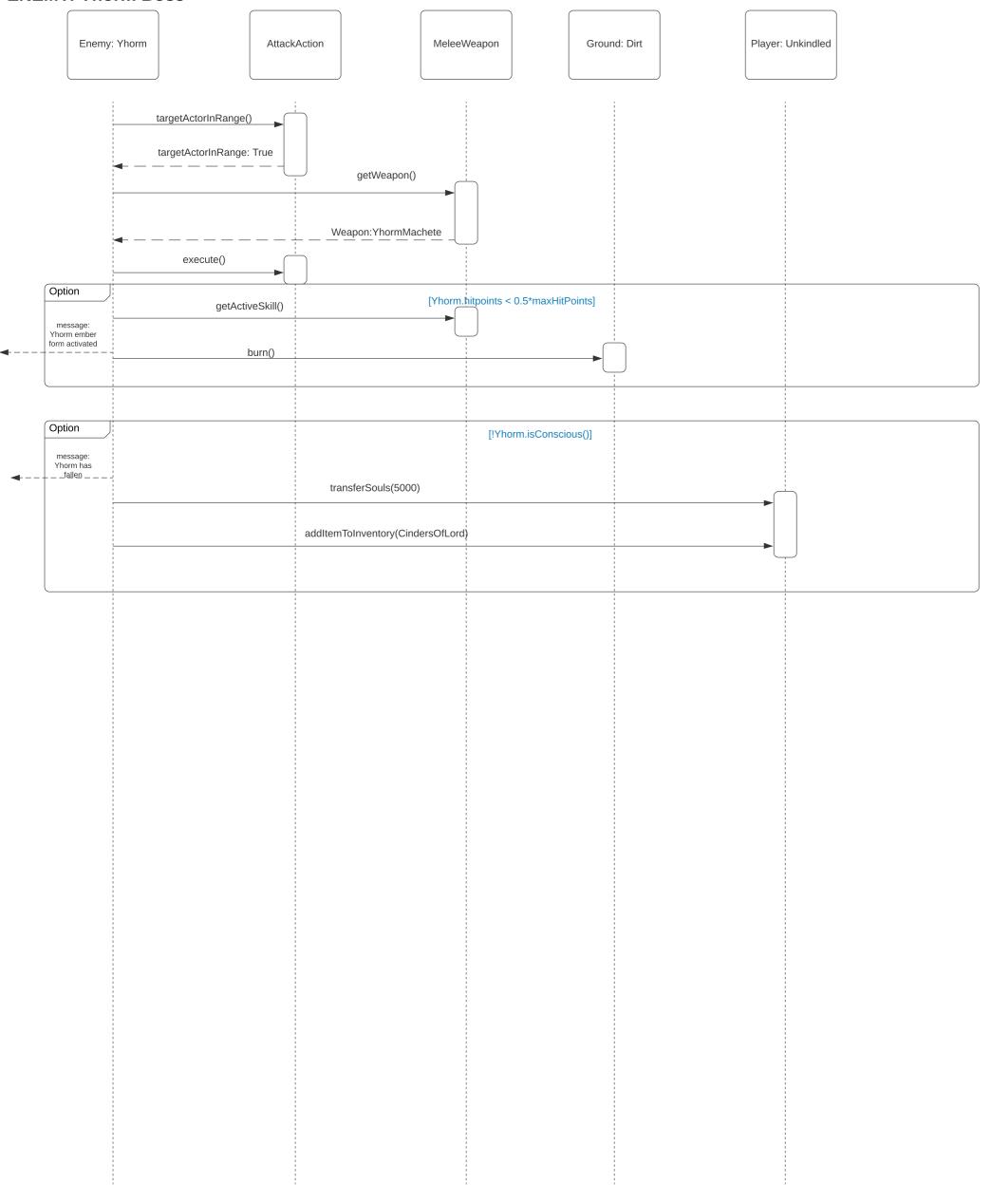
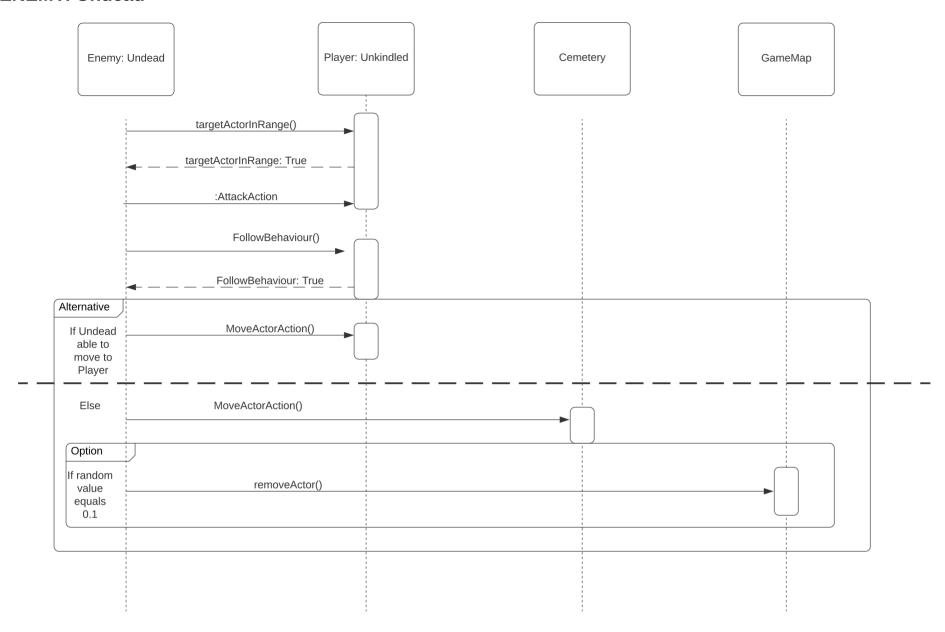
Player Unkindled Rest



ENEMY: Yhorm Boss



ENEMY: Undead



ENEMY: Skeleton Enemy: Skeleton AttackAction MeleeWeapon FollowBehavior WanderBehavior Souls Мар MoveActorAction Actor: Unkindled targetActorInRange() _targetActorInRange: True_ getWeapon() __Weapon:weapon_ Option If random getActiveSkill() number (0, 1) = 1Check if Skeleton able to move to Player Able to move to Player execute() Alternative If Skeleton able to move to Player else getAction() execute() Option [!Skeleton.isConscious()] hasRevived: False Alternative Skeleton revives Option random(0,1) = 1heal(max_hit_points) noSouls = get_souls() else increaseSouls(noSouls) message: removeActor(Skeleton) Skeleton is killed